



CHARACTER NAME \_\_\_\_\_ PLAYER \_\_\_\_\_

CLASS \_\_\_\_\_ CHARACTER LEVEL \_\_\_\_\_ STARTING OCCUPATION \_\_\_\_\_

AGE \_\_\_\_\_ GENDER \_\_\_\_\_ HEIGHT \_\_\_\_\_ WEIGHT \_\_\_\_\_ EYES \_\_\_\_\_ HAIR \_\_\_\_\_ SKIN \_\_\_\_\_

## CHARACTER RECORD SHEET

### ABILITIES

	ABILITY SCORE	ABILITY MODIFIER	TEMPORARY SCORE	TEMPORARY MODIFIER
<b>STR</b> STRENGTH				
<b>DEX</b> DEXTERITY				
<b>CON</b> CONSTITUTION				
<b>INT</b> INTELLIGENCE				
<b>WIS</b> WISDOM				
<b>CHA</b> CHARISMA				

**TOTAL** \_\_\_\_\_ **CURRENT HP** \_\_\_\_\_

**HP**  
hit points

**DEFENSE** \_\_\_\_\_ = 10 + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_ + \_\_\_\_\_

**TOTAL** \_\_\_\_\_

CLASS BONUS EQUIPMENT BONUS DEX MODIFIER SIZE MODIFIER MISC BONUS ARMOR PENALTY

**INITIATIVE**  
modifier

**TOTAL** \_\_\_\_\_ = \_\_\_\_\_ + \_\_\_\_\_

DEX MODIFIER MISC MODIFIER

**BASE ATTACK**  
bonus

**SPEED**

### SAVING THROWS

	TOTAL	BASE SAVE	ABILITY MODIFIER	MISC MODIFIER
<b>FORTITUDE</b> (CONSTITUTION)				
<b>REFLEX</b> (DEXTERITY)				
<b>WILL</b> (WISDOM)				

**REPUTATION**

**ACTION POINTS**

**WEALTH BONUS**

### ATTACKS

	TOTAL	BASE ATTACK BONUS	STR MODIFIER	SIZE MODIFIER	MISC MODIFIER
<b>MELEE</b> attack bonus					
<b>RANGED</b> attack bonus					

**TOTAL** \_\_\_\_\_

BASE ATTACK BONUS DEX MODIFIER SIZE MODIFIER MISC MODIFIER

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

WEAPON		TOTAL ATTACK BONUS	DAMAGE	CRITICAL
RANGE	WEIGHT	TYPE	SIZE	SPECIAL PROPERTIES

ARMOR/PROTECTIVE ITEM		TYPE	EQUIPMENT BONUS	PROFICIENT?	
ARMOR PENALTY	WEIGHT	SPEED	SIZE	MAX DEX	SPECIAL PROPERTIES

CROSS-CLASS	SKILL NAME	KEY ABILITY	SKILL MODIFIER	ABILITY MODIFIER	MAX RANKS	
					RANKS	MISC MODIFIER
<input type="checkbox"/>	Balance	Dex				
<input type="checkbox"/>	Bluff	Cha				
<input type="checkbox"/>	Climb	Str				
<input type="checkbox"/>	Computer Use	Int				
<input type="checkbox"/>	Concentration	Con				
<input type="checkbox"/>	Craft ( )	Int				
<input type="checkbox"/>	Craft ( )	Int				
<input type="checkbox"/>	Craft ( )	Int				
<input type="checkbox"/>	Decipher Script ■	Int				
<input type="checkbox"/>	Demolitions ■	Int				
<input type="checkbox"/>	Diplomacy	Cha				
<input type="checkbox"/>	Disable Device ■	Int				
<input type="checkbox"/>	Disguise	Cha				
<input type="checkbox"/>	Drive	Dex				
<input type="checkbox"/>	Escape Artist	Dex*				
<input type="checkbox"/>	Forgery	Int				
<input type="checkbox"/>	Gamble	Wis				
<input type="checkbox"/>	Gather Information	Cha				
<input type="checkbox"/>	Handle Animal ■	Cha				
<input type="checkbox"/>	Hide	Dex*				
<input type="checkbox"/>	Intimidate	Cha				
<input type="checkbox"/>	Investigate ■	Int				
<input type="checkbox"/>	Jump	Str*				
<input type="checkbox"/>	Knowledge ( )	Int				
<input type="checkbox"/>	Knowledge ( )	Int				
<input type="checkbox"/>	Knowledge ( )	Int				
<input type="checkbox"/>	Listen	Wis				
<input type="checkbox"/>	Move Silently	Dex*				
<input type="checkbox"/>	Navigate	Int				
<input type="checkbox"/>	Perform ( )	Cha				
<input type="checkbox"/>	Perform ( )	Cha				
<input type="checkbox"/>	Perform ( )	Cha				
<input type="checkbox"/>	Pilot ■	Dex				
<input type="checkbox"/>	Profession	Wis				
<input type="checkbox"/>	Read/Write Lang. ( )	-				
<input type="checkbox"/>	Read/Write Lang. ( )	-				
<input type="checkbox"/>	Read/Write Lang. ( )	-				
<input type="checkbox"/>	Repair ■	Int				
<input type="checkbox"/>	Research	Int				
<input type="checkbox"/>	Ride	Dex				
<input type="checkbox"/>	Search	Int				
<input type="checkbox"/>	Sense Motive	Wis				
<input type="checkbox"/>	Sleight of Hand ■	Dex				
<input type="checkbox"/>	Speak Language ( )	-				
<input type="checkbox"/>	Speak Language ( )	-				
<input type="checkbox"/>	Speak Language ( )	-				
<input type="checkbox"/>	Spot	Wis				
<input type="checkbox"/>	Survival	Wis				
<input type="checkbox"/>	Swim	Str*				
<input type="checkbox"/>	Treat Injury	Wis				
<input type="checkbox"/>	Tumble ■	Dex*				
<input type="checkbox"/>						
<input type="checkbox"/>						
<input type="checkbox"/>						

CAMPAIGN

## EXPERIENCE POINTS

[illegible]

ALLEGIANCES	

LANGUAGES			
LANGUAGE	READ/WRITE?	LANGUAGE	READ/WRITE?

[illegible]

## FEATS

- ☐ Acrobatic
  - ☐ Aircraft Operation\*
  - ☐ Alertness
  - ☐ Animal Affinity
  - ☐ Archaic Weapons Proficiency
  - ☐ Armor Proficiency (light)
    - ☐ Armor Proficiency (medium)
    - ☐ Armor Proficiency (heavy)
  - ☐ Athletic
  - ☐ Attentive
  - ☐ Blind-Fight
  - ☐ Brawl
    - ☐ Improved Brawl
    - ☐ Knockout Punch
      - ☐ Improved Knockout Punch
    - ☐ Streetfighting
      - ☐ Improved Feint
  - ☐ Builder
  - ☐ Cautious
  - ☐ Combat Expertise
    - ☐ Improved Disarm
    - ☐ Improved Trip
    - ☐ Whirlwind Attack
  - ☐ Combat Martial Arts
    - ☐ Improved Combat Martial Arts
      - ☐ Advanced Combat Martial Arts
  - ☐ Combat Reflexes
  - ☐ Confident
  - ☐ Creative
  - ☐ Deceptive
  - ☐ Defensive Martial Arts
    - ☐ Combat Throw
      - ☐ Improved Combat Throw
    - ☐ Elusive Target
    - ☐ Unbalance Opponent
  - ☐ Dodge
    - ☐ Agile Riposte
    - ☐ Mobility
      - ☐ Spring Attack
  - ☐ Drive-By Attack
  - ☐ Educated\*
  - ☐ Endurance
  - ☐ Exotic Melee Weapon Proficiency\*
  - ☐ Far Shot
    - ☐ Dead Aim
  - ☐ Focused
  - ☐ Frightful Presence
  - ☐ Gearhead
  - ☐ Great Fortitude
  - ☐ Guide
  - ☐ Heroic Surge
  - ☐ Improved Damage Threshold\*\*
  - ☐ Improved Initiative
  - ☐ Iron Will
  - ☐ Lightning Reflexes
  - ☐ Low Profile
  - ☐ Medical Expert
  - ☐ Meticulous
  - ☐ Nimble
  - ☐ Personal Firearms Proficiency
    - ☐ Advanced Firearms Proficiency
      - ☐ Burst Fire
      - ☐ Exotic Firearms Proficiency\*
      - ☐ Strafe
  - ☐ Point Blank Shot
    - ☐ Double Tap
    - ☐ Precise Shot
    - ☐ Shot on the Run
    - ☐ Skip Shot
  - ☐ Power Attack
    - ☐ Cleave
      - ☐ Great Cleave
    - ☐ Improved Bull Rush
    - ☐ Sunder
  - ☐ Quick Draw
  - ☐ Quick Reload
  - ☐ Renown
  - ☐ Run
  - ☐ Simple Weapons Proficiency
  - ☐ Stealthy
  - ☐ Studious
  - ☐ Surface Vehicle Operation\*
  - ☐ Surgery
  - ☐ Toughness\*\*
  - ☐ Track
  - ☐ Trustworthy
  - ☐ Two-Weapon Fighting
    - ☐ Improved Two-Weapon Fighting
      - ☐ Advanced Two-Weapon Fighting
  - ☐ Vehicle Expert
    - ☐ Force Stop
    - ☐ Vehicle Dodge
  - ☐ Weapon Finesse\*
  - ☐ Weapon Focus\*
  - ☐ Windfall\*\*
  - ☐ \_\_\_\_\_
  - ☐ \_\_\_\_\_
  - ☐ \_\_\_\_\_

\*You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a different skill, type of equipment, or weapon type.

\*\*You can gain this feat multiple times. Its effects stack.

TALENTS/SPECIAL ABILITIES	
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